

AMENDMENTS TO THE CLAIMS

1 (currently amended) ~~An object control~~ A method of controlling a character and its shadow projection in a virtual space comprising the steps of:

generating a first character in a virtual space;

generating a ~~second object~~ shadow character from said first character in said virtual space with respect to a virtual light source and to said first character such that said shadow character symbolizes ~~symbolizing~~ a shadow projection of [[a]] said first character first object in a virtual space, and

controlling the ~~second object~~ shadow character independently of the first object character and [[a]] the virtual light source.

2. (currently amended) ~~The object control~~ method according to claim 1, further comprising the step of:

controlling at least one of a shape and a motion of the ~~second object~~ shadow character independently of at least one of a shape and a motion of the first object character.

3. (currently amended) ~~The object control~~ method according to claim 1, further comprising the step of:

when a ~~third object~~ a first acquired item is added to the first object character, adding a fourth object shadow acquired item having a shape similar to the shape of the third object first acquired item and being different from the third object first acquired item, to the second object shadow character.

4. (currently amended) ~~The object control~~ method according to claim 3, further comprising the step of:

changing the shape of the ~~second object~~ shadow character with the addition of the fourth object shadow acquired item.

5. (currently amended) The ~~object-control~~ method according to claim 3, further comprising the step of:

when the shape of the first character obtained by adding the ~~third-object~~ first acquired item to the ~~first-object~~ first character is similar to or equal to a predetermined shape, turning on a predetermined flag to set an event occurring when the flag is turned on.

6. (currently amended) The ~~object-control~~ method according to claim 1, further comprising the step of:

changing a parameter related to the ~~second-object~~ shadow character depending on a parameter related to the first ~~object~~ character.

7. (currently amended) The ~~object-control~~ method according to claim 1, further comprising the step of:

(X) ~~deciding whether the second object is generated or not~~ generating said shadow character depending on a circumferential environment condition of the first ~~object~~ character.

8. (currently amended) The ~~object-control~~ method according to claim 1, further comprising the step of:

generating the ~~second-object~~ shadow character at a predetermined timing.

9. (currently amended) The ~~object-control~~ method according to claim 1, further comprising the step of:

generating the ~~second-object~~ shadow character depending on a predetermined definitive instruction.

10. (currently amended) The ~~object-control~~ method according to claim 1, further comprising the step of:

controlling at least one of ~~[[the]]~~ a shape and ~~[[the]]~~ a motion of the ~~second-object~~ shadow character depending on a predetermined definitive instruction or an indirect instruction.

11. (currently amended) The ~~object control~~ method according to claim 1, further comprising the step of:

generating a predetermined message with generation of the ~~second object~~ shadow character.

12. (currently amended) The object control method according to claim 1, further comprising the step of:

~~self motivatedly moving the second object having the shadow character move~~
independently of an instruction to move the first character.

13. (currently amended) The ~~object control~~ method according to claim 1, further comprising the step of:

AX generating the first and ~~second objects~~ shadow characters as personalized virtual characters in a three-dimensional virtual space.

14. (currently amended) A recording medium on which ~~an object~~ a character control process program to be executed by a computer is recorded, wherein the ~~object~~ character control process program comprising the steps of:

generating a first character in a virtual space;

generating a ~~second object~~ shadow character from said first character in said virtual space with respect to a virtual light source and to said first character such that said shadow character symbolizes ~~symbolizing~~ a shadow projection of [[a]] said first character ~~first object in a virtual space;~~ and

controlling the ~~second object~~ shadow character independently of the first ~~object~~ character and ~~[[a]]~~ the virtual light source.

15 (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 14, the object control process program further comprising the step of:

controlling at least one of a shape and a motion of the ~~second object~~ shadow character independently of at least one of a shape and a motion of the first object character.

16. (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 14, the object control process program further comprising the step of:

when ~~a third object~~ a first acquired item is added to the first object character, adding a ~~fourth object~~ shadow acquired item having a shape similar to the shape of the ~~third object~~ first acquired item and being different from the ~~third object~~ first acquired item, to the ~~second object~~ shadow character.

17. (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 16, the object control process program further comprising the step of:

changing the shape of the ~~second object~~ shadow character with the addition of the ~~fourth object~~ shadow acquired item.

18. (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 16, the object control process program further comprising the step of:

when the shape of the first character obtained by adding the ~~third object~~ first acquired item to the ~~first object~~ first character is similar to or equal to a predetermined shape, turning on a predetermined flag to set an event occurring when the flag is turned on.

19. (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 14, the object control process program further comprising the step of:

changing a parameter related to the ~~second object~~ shadow character depending on a parameter related to the first object character.

20. (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 14, the object control process program further comprising the step of:

~~deciding whether the second object is generated or not~~ generating said shadow character depending on a circumferential environment condition of the first object character.

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21. (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 14, the object control process program further comprising the step of:

generating the ~~second object~~ shadow character at a predetermined timing.

22 (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 14, the object control process program further comprising the step of:

generating the ~~second object~~ shadow character depending on a predetermined definitive instruction

23. (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 14, the object control process program further comprising the step of:

controlling at least one of ~~[[the]]~~ a shape and ~~[[the]]~~ a motion of the ~~second object~~ shadow character depending on a predetermined definitive instruction or an indirect instruction.

24. (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 14, the ~~object control process~~ program further comprising the step of:

generating a predetermined message with generation of the ~~second object shadow character~~.

25. (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 14, the ~~object control process~~ program further comprising the step of:

self-motivatedly moving the second object having the shadow character move independently of an instruction to move the first character.

26. (currently amended) The recording medium ~~on which an object control process program to be executed by a computer is recorded~~ according to claim 14, the ~~object control process~~ program further comprising the step of:

generating the first and ~~second objects shadow characters~~ as personalized virtual characters in a three-dimensional virtual space.

27. (currently amended) A program execution device for executing an ~~object a character~~ control process program, the ~~object character~~ control process program comprising the steps of:

generating a first character in a virtual space;

generating a second object shadow character from said first character in said virtual space with respect to a virtual light source and to said first character such that said shadow character symbolizes symbolizing a shadow projection of [[a]] said first character first object in a virtual space, and

controlling the second object shadow character independently of the first object character and [[a]] the virtual light source.

28. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 27, the ~~object control process~~ program further comprising the step of:

controlling at least one of a shape and a motion of the ~~second object~~ shadow character independently of at least one of a shape and a motion of the first ~~object~~ character.

29. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 27, the ~~object control process~~ program further comprising the step of:

when ~~a third object~~ a first acquired item is added to the first ~~object~~ character, adding a ~~fourth object~~ shadow acquired item having a shape similar to the shape of the ~~third object~~ first acquired item and being different from the ~~third object~~ first acquired item, to the ~~second object~~ shadow character.

30. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 29, the ~~object control process~~ program further comprising the step of:

changing the shape of the ~~second object~~ shadow character with the addition of the ~~fourth object~~ shadow acquired item.

31. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 29, the ~~object control process~~ program further comprising the step of:

when the shape of the first character obtained by adding the ~~third object~~ first acquired item to the ~~first object~~ first character is similar to or equal to a predetermined shape, turning on a predetermined flag to set an event occurring when the flag is turned on.

32. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 27, the ~~object control process~~ program further comprising the step of:

changing a parameter related to the ~~second object~~ shadow character depending on a parameter related to the first ~~object~~ character.

33. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 27, the ~~object control process~~ program further comprising the step of:

~~deciding whether the second object is generated or not~~ generating said shadow character depending on a circumferential environment condition of the first ~~object~~ character.

34. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 27, the ~~object control process~~ program further comprising the step of:

generating the ~~second object~~ shadow character at a predetermined timing.

35. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 27, the ~~object control process~~ program further comprising the step of:

generating the ~~second object~~ shadow character depending on a predetermined definitive instruction.

36. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 27, the ~~object control process~~ program further comprising the step of:

controlling at least one of ~~[[the]]~~ a shape and ~~[[the]]~~ a motion of the ~~second object~~ shadow character depending on a predetermined definitive instruction or an indirect instruction.

37. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 27, the ~~object control process~~ program further comprising the step of:

generating a predetermined message with generation of the ~~second object~~ shadow character.

38. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 27, the ~~object control process~~ program further comprising the step of:

~~self-motivatedly moving the second object~~ having the shadow character move independently of an instruction to move the first character.

41 39. (currently amended) The program execution device ~~for executing an object control process program~~ according to claim 27, the ~~object control process~~ program further comprising the step of:

generating the first and ~~second objects~~ shadow characters as personalized virtual characters in a three-dimensional virtual space.

40. (currently amended) ~~An object~~ A character control process program stored within a tangible medium and to be executed by a computer, comprising the steps of:

generating a first character in a virtual space;

generating a second object shadow character from said first character in said virtual space with respect to a virtual light source and to said first character such that said shadow character symbolizes ~~symbolizing~~ a shadow projection of [[a]] said first character first object in a virtual space; and

controlling the second object shadow character independently of the first object character and [[a]] the virtual light source.